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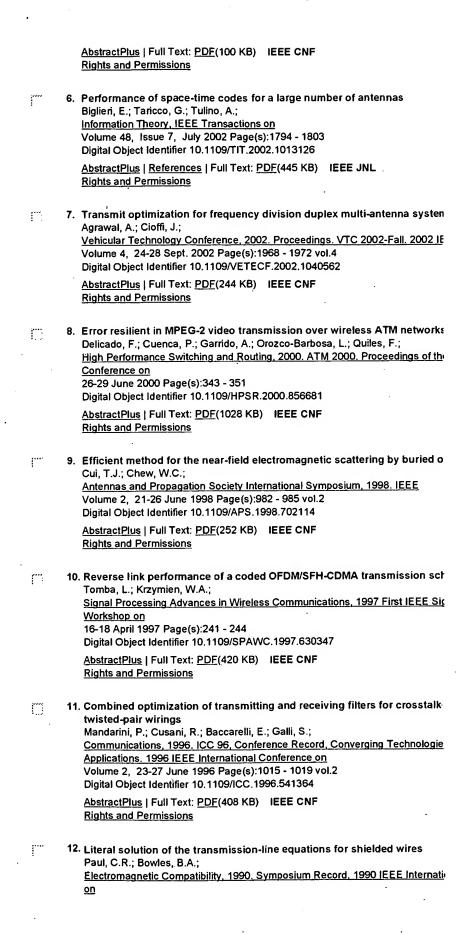
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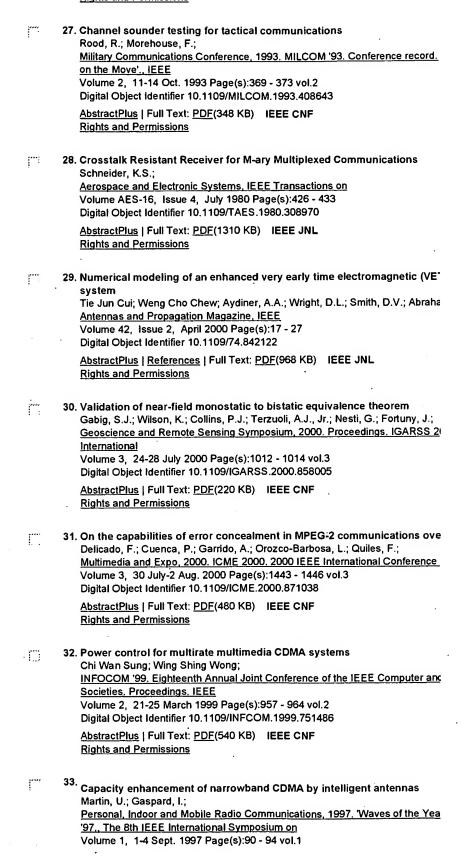


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Loss profiles: a quality of service measure in mobile computing

Krishanu Seal, Suresh Singh

March 1996 Wireless Networks, Volume 2 Issue 1

Publisher: Kluwer Academic Publishers

Full text available: pdf(1.54 MB)

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With rapid technological advances being made in the area of wireless communications it is expected that, in the near future, mobile users will be able to access a wide variety of services that will be made available over future high-speed networks. The quality of these services in the high-speed network domain can be specified in terms of several QOS parameters. In this paper we identify a new QOS parameter for the mobile environment, called loss profiles, that ensures graceful degradation ...

2 Queue management: Persistent dropping: an efficient control of traffic aggregates

Hani Jamjoom, Kang G. Shin

August 2003 Proceedings of the 2003 conference on Applications, technologies, architectures, and protocols for computer communications SIGCOMM '03

Publisher: ACM Press

Full text available: pdf(804.16 KB)

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Flash crowd events (FCEs) present a real threat to the stability of routers and endservers. Such events are characterized by a large and sustained spike in client arrival rates, usually to the point of service failure. Traditional rate-based drop policies, such as Random Early Drop (RED), become ineffective in such situations since clients tend to be persistent, in the sense that they make multiple retransmission attempts before aborting their connection. As it is built into TCP's congestion co ...

Keywords: flash crowd events, modeling, optimization, queue management

Mobile wireless network system simulation

Joel Short, Rajive Bagrodia, Leonard Kleinrock December 1995 Wireless Networks, Volume 1 Issue 4

Publisher: Kluwer Academic Publishers

Full text available: pdf(1.70 MB) Additional Information: full citation, abstract, references, citings

This paper describes an advanced simulation environment which is used to examine,

validate, and predict the performance of mobile wireless network systems. This simulation environment overcomes many of the limitations found with analytical models, experimentation, and other commercial network simulators available on the market today. We identify a set of components which make up mobile wireless systems and describe a set of flexible modules which can be used to model the various components ...

Mobile wireless network system simulation Joel Short, Rajive Bagrodia, Leonard Kleinrock December 1995 Proceedings of the 1st annual international conference on Mobile computing and networking MobiCom '95 Publisher: ACM Press Full text available: pdf(1.63 MB) Additional Information: full citation, references, citings, index terms File servers for network-based distributed systems Liba Svobodova December 1984 ACM Computing Surveys (CSUR), Volume 16 Issue 4 Publisher: ACM Press Additional Information: full citation, references, citings, index terms, Full text available: pdf(4.23 MB) review U-Net: a user-level network interface for parallel and distributed computing (includes 🙈 URL) T. von Eicken, A. Basu, V. Buch, W. Vogels December 1995 ACM SIGOPS Operating Systems Review, Proceedings of the fifteenth ACM symposium on Operating systems principles SOSP '95, Volume 29 Publisher: ACM Press Full text available: pdf(1.84 MB) Additional Information: full citation, references, citings, index terms Charles W. Bachman interview: September 25-26, 2004; Tucson, Anzona Thomas Haigh January 2006 ACM Oral History interviews Publisher: ACM Press Full text available: pdf(761.66 KB) Additional Information: full citation, abstract Charles W. Bachman reviews his career. Born during 1924 in Kansas, Bachman attended high school in East Lansing, Michigan before joining the Army Anti Aircraft Artillery Corp, with which he spent two years in the Southwest Pacific Theater, during World War II. After his discharge from the military, Bachman earned a B.Sc. in Mechanical Engineering in 1948, followed immediately by an M.Sc. in the same discipline, from the University of Pennsylvania. On graduation, he went to work for Do ... 8 Remote pipes and procedures for efficient distributed communication David K. Gifford, Nathan Glasser August 1988 ACM Transactions on Computer Systems (TOCS), Volume 6 Issue 3 Publisher: ACM Press Additional Information: full citation, abstract, references, citings, index

We describe a new communication model for distributed systems that combines the advantages of remote procedure call with the efficient transfer of bulk data. Three ideas

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form the basis of this model. First, remote procedures are first-class values which can be freely exchanged among nodes, thus enabling a greater variety of protocols to be directly implemented in a remote procedure call framework. Second, a new type of abstract object, called a pipe, allows bulk data and in ...

Computer communication techniques Kenneth J. Thurber October 1978 ACM SIGARCH Computer Architecture News, Volume 7 Issue 3 Publisher: ACM Press Full text available: pdf(1.26 MB) Additional Information: full citation, abstract, references This paper examines the concept of computer communication systems as seen from the viewpoint of the system architectures of distributed processor systems and networks. The fundamental concepts of bus structures, circuit switches, and message/packet switches are examined. 10 On time and space decomposition of complex structures P. J. Courtois June 1985 Communications of the ACM, Volume 28 Issue 6 Publisher: ACM Press Additional Information: full citation, abstract, references, citings, index Full text available: pdf(1.72 MB) terms, review Models of large and complex systems can often be reduced to smaller sub-models, for easier analysis, by a process known as decomposition. Certain criteria for successful decompositions can be established. 11 Mechanisms of MPEG stream synchronization G. J. Lu, H. K. Pung, T. S. Chua January 1994 ACM SIGCOMM Computer Communication Review, Volume 24 Issue 1 Publisher: ACM Press Full text available: Physical Media synchronization is an important issue in developing multimedia applications. MPEG is an international standard for coding moving pictures and associated audio for multimedia applications. Coded audio, video and other data streams are multiplexed into an MPEG stream. We introduce the syntax of the multiplexed MPEG stream and explain the mechanisms used to maintain media synchronization in a hypothetical model, system target decoder, in which it is assumed that data transfer and decoding are ... 12 An Elementary Discussion of Compiler/Interpreter Writing R. L. Glass March 1969 ACM Computing Surveys (CSUR), Volume 1 Issue 1 Publisher: ACM Press Full text available: pdf(1.85 MB) Additional Information: full citation, references, citings, index terms 13 Implementation of a HDTV transport stream multiplexer based on ITU-T H.222.0 recommendation Gustavo Girão, Sílvio R. F. Araújo, Monica M. Pereira, Ivan Saraiva Silva December 2005 Proceedings of the 11th Brazilian Symposium on Multimedia and the

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Many digital television standards provide a way to data transmission. The utilization of this capability includes the transmission of data stream for any interactive application. In this application the execution flow needs to be synchronized with video and audio streams. To transmit the data, video and audio streams in a synchronized way, the streams are packetized in data structures more adapted to the transmission. Some of these structures are PES (Packetized Elementary Stream) and TS (Transp ...

Keywords: FPGA implementation, HDTV, TS multiplexer, digital television, transport layer

14 Stream query processing II: Processing set expressions over continuous update streams Sumit Ganguly, Minos Garofalakis, Rajeev Rastogi June 2003 Proceedings of the 2003 ACM SIGMOD international conference on Management of data SIGMOD '03 Publisher: ACM Press Additional Information: full citation, abstract, references, citings, index Full text available: pdf(283.28 KB) terms There is growing interest in algorithms for processing and querying continuous data streams (i.e., data that is seen only once in a fixed order) with limited memory resources. In its most general form, a data stream is actually an update stream, i.e., comprising

data-item deletions as well as insertions. Such massive update streams arise naturally in several application domains (e.g., monitoring of large IP network installations, or processing of retail-chain transactions). Estimating the ...

15 Tracking set-expression cardinalities over continuous update streams

Sumit Ganguly, Minos Garofalakis, Rajeev Rastogi

December 2004 The VLDB Journal — The International Journal on Very Large Data Bases, Volume 13 Issue 4

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There is growing interest in algorithms for processing and querying continuous data streams (i.e., data seen only once in a fixed order) with limited memory resources. In its most general form, a data stream is actually an <i>update</i> stream, i.e., comprising data-item deletions as well as insertions. Such massive update streams arise naturally in several application domains (e.g., monitoring of large IP network installations or processing of retail-chain transactions). Estimating t ...

Keywords: Approximate query processing, Data streams, Data synopses, Randomized algorithms, Set expressions

¹⁶ A model of sequence extrapolation

Philip Laird, Ronald Saul, Peter Dunning

August 1993 Proceedings of the sixth annual conference on Computational learning theory COLT '93

Publisher: ACM Press

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17 Poster 1: systems track: Streaming with causality: a practical approach Cezar Plesca, Romulus Grigoras, Philippe Quéinnec, Gérard Padiou November 2005 Proceedings of the 13th annual ACM international conference on

Multimedia MULTIMEDIA '05

Publisher: ACM Press

Full text available: pdf(124.56 KB) Additional Information: full citation, abstract, references, index terms

Highly interactive collaborative streaming applications express the need for causality. Solutions exist but we argue that more work needs to be done especially from a perceptual point of view. The key question is: given the current state of the Internet and the perceptual tolerance of causal desynchronization, does causality make any difference? This paper proposes a practical answer to this question by comparing different solutions. We support this comparison by producing video results for a li ...

Keywords: causality, group synchronization, jitter, live streaming

18 The identity problem for elementary functions and constants

Dan Richardson, John Fitch

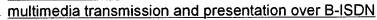
August 1994 Proceedings of the international symposium on Symbolic and algebraic computation ISSAC '94

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A solution for a version of the identify problem is proposed for a class of functions including the elementary functions. Given f(x), g(x), defined at some point &bgr; we decide whether or not f(x) = g(x) in some neighbourhood of &bgr;. This problem is first reduced to a problem about zero equivalence of elementary constants. Then a semi algorithm is given to solve the elementary constant problem. This semi algorithm is gua ...

19 MPEG-2 coded- and uncoded-stream synchronization control for real-time



L. Li, N. Georganas

October 1994 Proceedings of the second ACM international conference on Multimedia **MULTIMEDIA '94**

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A real-time multimedia communication system over broadband networks is introduced in the paper. This system consists of distributed database servers which store and retrieve data objects of different types of media and in different coding formats. The multimedia document is transmitted over the network as streams through different connections and presented to the user simultaneously. A set of stream synchronization control schemes is designed to control the multiple data streams (either in ...

20 Monitoring data streams: A framework for diagnosing changes in evolving data



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Charu C. Aggarwal

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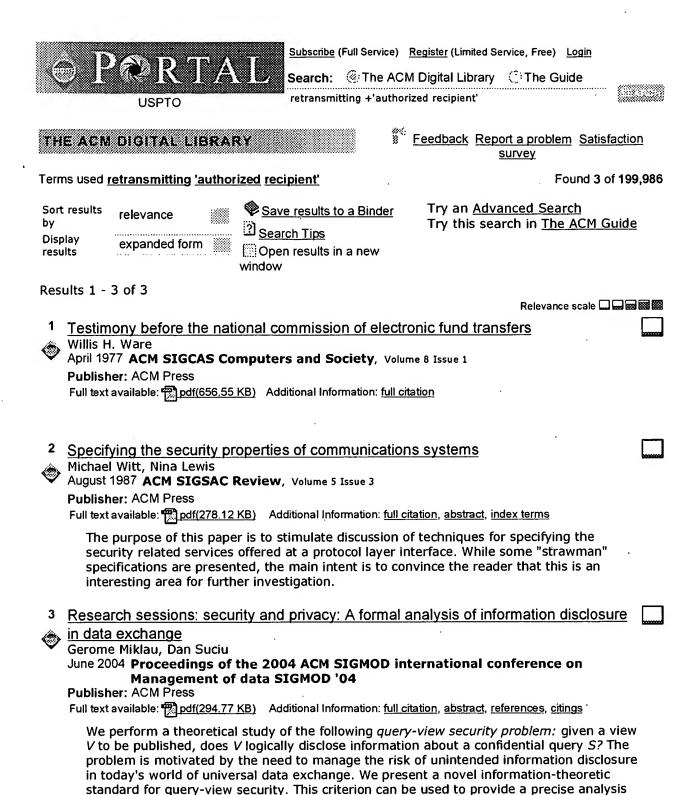
In recent years, the progress in hardware technology has made it possible for organizations to store and record large streams of transactional data. This results in databases which grow without limit at a rapid rate. This data can often show important changes in trends over time. In such cases, it is useful to understand, visualize and diagnose the evolution of these trends. When the data streams are fast and continuous, it becomes important to analyze and predict the trends quickly in online fa ...

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